Bronze Wyrmling: LG S Dragon (water)

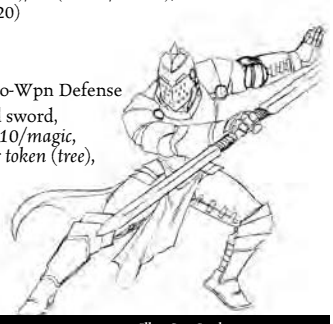
HD: 6 (45 hp) **INIT:** +4
AC: 16 (T 11, FF 16) **SPD:** 40 ft., F 100 ft. (Av), S 60 ft.
ATK: Bite +8 (1d6+1) *and* 2 claws +3 (1d4)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (line, 40 ft.; 2d6 electricity; Ref DC 14 half **or** cone, 20 ft.; *repulsion* 1d6+1 rds; Will DC 14 negates), darkvision 120 ft., imm electricity, paralysis, and *sleep*, low-light, *spk animals*, wtr breath
SV: Fort +6, Ref +5, Will +7
AB: S 13, D 10, Cn 13, I 14, W 15, Ch 14
SK/F: Dipl +13, Hide +6, Lis +11, Srch +10, S Mot +11, Spot +11, Swim +18, Surv +11; Cbt Expert, Pow Atk
CR: 3

Standardbearer: LG M Humanoid (human) Brd1/Pal2

HD: 3 (20 hp) **INIT:** –1
AC: 17 (T 8, FF 17) **SPD:** 20 ft.
ATK: Sword +4 (1d8/19–20)
SA/SQ: Bard know +2, bard music 1/day, *det evil*, lay on hands 4, smite evil 1/day (+2 atk, +2 dmg)
SV: Fort +6, Ref +3, Will +8
AB: S 10, D 8, Cn 12, I 13, W 14, Ch 15
SK/F: Dipl +14, Lis +6, M Sil –3, Perf (oratory) +6, S Mot +10, Spot +2
SPELLS: Known (2; spell failure 40%): 0—*light*, *lull* (DC 12), *msg*, *summ instr*
POSS: +1 *half-plate*, mwk longsword, *oil of bless wpn*, *potion of darkvision*, scroll of *det magic* (2)
CR: 3

Sword of Glory: LG M Humanoid (human) Ftr5

HD: 5 (42 hp) **INIT:** +6
AC: 20 (T 11, FF 19) **SPD:** 20 ft.
ATK: Two-bladed sword +7 (1d8+4/19–20)/+7 (1d8+3/19–20); **or** two-bladed sword +9 (1d8+5/19–20)
SV: Fort +7, Ref +4, Will +3
AB: S 14, D 15, Cn 14, I 10, W 12, Ch 8
SK/F: Climb +5, Jump +1, Swim +0; Two-Wpn Defense
POSS: Mwk full plate, mwk two-bladed sword, *potion of cure lt* (3), *potion of prot arrows 10/magic*, *potion of shld faith* +2 (2), *Quaal's feather token (tree)*, *vest of resistance +1*
CR: 5



Warmage: LG M Humanoid (human) Wmg4*

HD: 4 (20 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 30 ft.
ATK: Spear +3 (1d6/×3)
SA/SQ: Warmage edge +2 (+2 dmg to damaging spells)
SV: Fort +2, Ref +2, Will +3
AB: S 10, D 13, Cn 12, I 14, W 8, Ch 16
SK/F: Conc +8, Spell +11, Spot +2; Dodge
SPELLS: Known (6/7/4): 0—*acid spl*, *disr und*, *light*, *ray frost*; 1st—*lesser acid orb**, *b hands* (DC 16), *chill touch* (DC 14), *lesser cold orb**, *lesser electric orb**, *lesser fire orb**, *mag missile*, *shock grp*, *sleep*, *lesser sonic orb**, *tr strike*; 2nd—*blades of fire**, *cont flame*, *fireburst* (DC 17)*, *fire trap* (DC 17), *fl sphere* (DC 17), *M's acid arrow*, *pyro* (DC 15), *scorch ray*, *shatter* (DC 17)
POSS: +1 *lt steel shield*, +1 *studded leather*, mwk shortspear, scroll of *ice storm* (6th level), scroll of *mag missile* (2), scroll of *ray frost*, scroll of *scorch ray*
CR: 4 **Miniatures Handbook*; Wmg = warmage class

Dwarf Sergeant: LG M Humanoid (dwarf) Ftr3

HD: 3 (33 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: Axe +7 (1d10+2/×3)
SA/SQ: Darkvision 60 ft., dwarf traits
SV: Fort +6, Ref +1, Will +2
AB: S 15, D 10, Cn 16, I 13, W 12, Ch 6
SK/F: Lis +4, Spot +4; Close–Quarters Fighting*, Cbt Expert
POSS: +1 *half-plate*, mwk hvy steel shield, mwk dwarven waraxe, *oil of bless wpn*, *oil of mag wpn*, *potion of cure lt* (2)
CR: 3
**Complete Warrior*

Stone Golem: N L Construct

HD: 14 (107 hp) **INIT:** –1
AC: 26 (T 8, FF 26) **SPD:** 20 ft.
ATK: 2 slams +18 (2d10+9)
SA/SQ: Construct traits, DR 10/adamantine, darkvision 60 ft., imm magic, low-light, reach 10 ft., *slow* 1/2 rds (Will DC 17 negates)
SV: Fort +4, Ref +3, Will +4
AB: S 29, D 9, Cn —, I —, W 11, Ch 1
CR: 11

Warforged* Fighter: LG M Construct (living) Ftr3

HD: 3 (30 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 20 ft.
ATK: Sword +7 (1d10+4/19–20, magic); **or** slam +5 (1d4+2)
SA/SQ: Cannot heal, DR 2/adamantine, imm disease, energy drain, exhaustion, fatigue, nausea, paralysis, poison, *sleep*, lt fortification
SV: Fort +6, Ref +2, Will +1
AB: S 15, D 13, Cn 16, I 10, W 10, Ch 6
SK/F: Lis +3, Spot +3; Pow Atk
POSS: +1 *bastard sword*, *oil of bless wpn*, *potion of shld faith* +2
CR: 3
**Eberron™ Campaign Setting*

Young Master: LG M Humanoid (human) Mnk8

HD: 8 (55 hp) **INIT:** +3
AC: 20 (T 17, FF 17) **SPD:** 50 ft.
ATK: Unarmed strike +8/+8/+3 (2d8+2, magic); **or** unarmed strike +9 (2d8+2, magic)
SA/SQ: Evasion, purity of body, slow fall 40 ft., still mind, wholeness of body 16
SV: Fort +8, Ref +9, Will +9
AB: S 14, D 16, Cn 14, I 12, W 16, Ch 10
SK/F: Bal +9, Climb +11, Esc +14, Jump +21, Lis +14, Spot +14, Tmbl +16; Defl Arrows, Dodge, Imp Trip, Mobil, Stunning Fist
POSS: *Bracers of armor* +3, *potion of cure lt* (2), *potion of darkvision*
CR: 8

Aramil, Adventurer: CG M Humanoid (ELF) Sor3

HD: 3 (18 hp) **INIT:** +3
AC: 13 (T 13, FF 10) **SPD:** 30 ft.
ATK: Sword +1 (1d8–1/19–20); **or** bow +5 rg (1d8–1/×3)
SA/SQ: Elf traits, low-light
SV: Fort +2, Ref +5, Will +5
AB: S 8, D 16, Cn 11, I 10, W 12, Ch 15
SK/F: Conc +6, Lis +5, Srch +8, Spell +6, Spot +5
SPELLS: Known (6/6): 0—*daze, det mag, flare, light, r mag;* 1st—*mag armor, mag missile, ray enfeeble*
POSS: Mwk longbow, mwk longsword, *cloak of resistance +1, potion of cure mod* (3), scroll of *invis*
CR: 3

Protectar*: NG M Outsider (EXTRAPLANAR, GOOD)

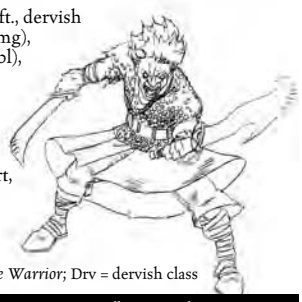
HD: 2 (13 hp) **INIT:** +1
AC: 18 (T 11, FF 17) **SPD:** 20 ft., F 40 ft. (G)
ATK: Sword +4 (1d8+2/19–20, good)
SA/SQ: Darkvision 60 ft.
SV: Fort +5, Ref +4, Will +4
AB: S 15, D 12, Cn 15, I 10, W 12, Ch 15
SK/F: Conc +7 (+11 casting defensively), Dipl +9, Lis +6, S Mot +6, Spot +6
SPELLS: (Spell-Like Abilities)
At will—*tongues*; 3/day—*cure lt* (DC 13)
POSS: Breastplate, hvy steel shield, longsword
CR: 2
**Miniatures Handbook*

Basilisk: N M Magical Beast

HD: 6 (45 hp) **INIT:** –1
AC: 16 (T 9, FF 16) **SPD:** 20 ft.
ATK: Bite +8 (1d8+3)
SA/SQ: Darkvision 60 ft., low-light, petrifying gaze (30 ft.; turn to stone; Fort DC 13 negates)
SV: Fort +9, Ref +4, Will +3
AB: S 15, D 8, Cn 15, I 2, W 12, Ch 11
SK/F: Hide +0 (+4 natural settings), Lis +7, Spot +7; Blind-Fight
CR: 5

Fire Genasi* Dervish: CG M Outsider (NATIVE) Ftr5/Drv1**

HD: 6 (49 hp) **INIT:** +2
AC: 17 (T 13, FF 15) **SPD:** 30 ft.
ATK: Scimitar +8 (1d6+5/18–20, magic)/+8 (1d6+4/18–20, magic); **or** scimitar +10 (1d6+5/18–20, magic)
SA/SQ: *Control flame* 1/day, darkvision 60 ft., dervish dance 1/day (move and full atk, +1 atk/+1 dmg), movement mastery (take 10 Jump, Perf, Tmbl), +2 saves against fire
SV: Fort +6, Ref +5, Will +3
AB: S 14, D 15, Cn 14, I 14, W 10, Ch 6
SK/F: Climb +10, Jump +6, Lis +1, Perf +5 (dance), Spot +4, Tmbl +6; Cbt Expert, Dodge, Mobil
POSS: Mithral shirt, 2 *+1 scimitars*
CR: 6
*FORGOTTEN REALMS® *Campaign Setting*; ***Complete Warrior*; Drv = dervish class



Eberk, Adventurer: LG M Humanoid (DWARF) Clr3

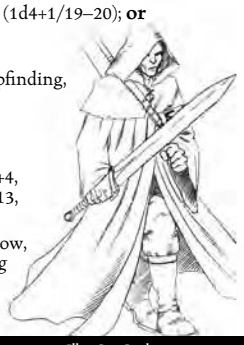
HD: 3 (26 hp) **INIT:** –1
AC: 20 (T 9, FF 20) **SPD:** 20 ft.
ATK: Warhammer +4 (1d8+1/×3); **or** crossbow +1 rg (1d8/19–20)
SA/SQ: Darkvision 60 ft, dwarf traits, turn undead 3/day (+0)
SV: Fort +6, Ref +0, Will +5
AB: S 12, D 8, Cn 16, I 10, W 15, Ch 11
SK/F: Conc +9, Lis +2, Spell +6, Spot +2
SPELLS: 0—*det mag* (2), *light, r mag;* 1st—*bless, inhibit** (DC 13), *mag wpn, prot evil;* 2nd—*divine protection** (allies gain +1 AC, +1 saves), *shld other, spirit wpn.* Domains: Good, Protection
POSS: *+1 full plate,* hvy steel shield, warhammer, lt crossbow, case w/10 bolts
CR: 3
**Miniatures Handbook*

Regdar, Adventurer: NG M Humanoid (HUMAN) Ftr3

HD: 3 (27 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 20 ft.
ATK: Sword +7 (2d6+3/19–20); **or** bow +6 rg (1d8+2/×3)
SV: Fort +5, Ref +2, Will +0
AB: S 15, D 12, Cn 14, I 10, W 8, Ch 13
SK/F: Climb +3, Intim +7, Jump –3, Lis –1, Spot –1; Cleave, Pow Atk, Quick Draw
POSS: Mwk full plate, mwk greatsword, mwk comp longbow (+2 Str bonus), quiver w/ 20 arrows, quiver w/ 10 cold iron arrows, 9 silver arrows (–1 dmg), and 1 adamantine arrow
CR: 3

Deepshadow Elf: CG M Humanoid (ELF) Rog7

HD: 7 (27 hp) **INIT:** +4
AC: 18 (T 14, FF 18) **SPD:** 45 ft.
ATK: Sword +7 (1d8+3/19–20, magic)/dagger +5 (1d4+1/19–20); **or** sword +9 (1d8+3/19–20, magic); or bow +9 rg (1d8/×3)
SA/SQ: Elf traits, evasion, sneak attack +4d6, trapfinding, trap sense +2, uncanny dodge
SV: Fort +2, Ref +9, Will +1
AB: S 14, D 18, Cn 11, I 12, W 8, Ch 10
SK/F: Bal +8, Bluff +5, Dipl +6, Hide +14, Intim +4, Jump +18, Lis +11, M Sil +14, Open L +14, Srch +13, S Mot +5, Sl Hand +7, Spot +11, Tmbl +12
POSS: Mithral shirt, *+1 longsword,* dagger, longbow, quiver w/ 20 arrows, *boots of striding and springing*
CR: 7



Githyanki Renegade: CN M Humanoid (EXTRAPLANAR) Ftr7

HD: 7 (57 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 30 ft.
ATK: Sword +12/+7 (2d6+7/19–20, magic); **or** bow +11/+6 rg (1d8+3/×3, magic)
SA/SQ: Darkvision 60 ft., SR 12
SV: Fort +7, Ref +5, Will +1
AB: S 16, D 16, Cn 14, I 13, W 8, Ch 8
SK/F: Jump +12, Lis +4, Spot +4, Tmbl +4; Cbt Expert, Dodge, Mobil, Spring Atk, Whirlwind Atk
SPELLS: (Psionics) 3/day—*blur, daze* (DC 9), *dim door, mag hand*
POSS: Mithral breastplate, *+1 greatsword, +1 comp longbow* (+3 Str bonus), quiver w/ 20 arrows
CR: 8

Half-Giant* Psychic Warrior: CG M Giant Psw7*

HD: 7 (56 hp) **INIT:** +0
AC: 15 (T 10, FF 15) **SPD:** 30 ft.
ATK: Sword +11 (3d6+7/19–20, magic plus 2d6 disruption [1d6 to self])
SA/SQ: Low-light, *stomp* 1/day (3d4; DC 13), +2 saves against fire
SV: Fort +7, Ref +2, Will +4
AB: S 18, D 11, Cn 14, I 10, W 14, Ch 8
SK/F: Autohypnosis* +14, Conc +7; Cleave, Ghost Atk*, Power Atk, Spd of Thought*
SPELLS: Psionics* (24 pp)—*biofeedback* (1/4/7 pp; DR 2/3/4/—), *dissolving weapon* (3/5/7 pp; +4/5/6d6 acid), *force screen* (1/5 pp; +4/+5 AC), *hustle* (3 pp; extra move action), *offensive precognition* (1/4/7 pp; +1/+2/+3 atk), *specified energy adaptation* (3 pp, immediate for 7 pp), *vampiric blade* (5 pp; heal half dmg dealt)
POSS: Breastplate, *+1 L vicious greatsword*
CR: 7

**Expanded Psionics Handbook*; Psw = psychic warrior class

Lidda, Adventurer: CG S Humanoid (halfling) Rog3

HD: 3 (16 hp) **INIT:** +7
AC: 19 (T 14, FF 16) **SPD:** 20 ft.
ATK: Rapier +7 (1d4/18–20); **or** bow +7 rg (1d4/×3)
SA/SQ: Evasion, halfling traits, sneak attack +2d6, trapfinding, trap sense +1
SV: Fort +3, Ref +7, Will +2
AB: S 10, D 17, Cn 13, I 14, W 10, Ch 8
SK/F: Bal +8, Bluff +2, Climb +5, D Dev +10, Hide +13, Jump –2, Lis +8, M Sil +11, Open L +11, Srch +8, Spot +6, Tmbl +9, Use Mag Dev +2
POSS: Mithral shirt, mwk buckler, mwk comp shortbow, quiver w/ 20 arrows, dagger, mwk rapier, mwk thieves' tools, *potion of cure lt* (3), *potion of invis*
CR: 3

War Chanter: CG M Humanoid (human) Rgr2/Brd3/Wch1*

HD: 6 (27 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Sword +7 (1d8+3/19–20, magic)/+7 (1d6+2/19–20, magic); **or** sword +9 (1d8+3/19–20, magic)
SA/SQ: Bard know (+4), bard/war chanter music 8/day, fav enemy (orcs +2), inspire toughness (+2 hp), wild empathy
SV: Fort +6, Ref +7, Will +2
AB: S 14, D 12, Cn 10, I 13, W 8, Ch 16
SK/F: Bal +5, Bluff +8, Dipl +5, Hide +8, Intim +5, Jump +4, Lis +7, M Sil +7, Perf (sing) +12, Srch +6, Spot +7, Surv +4, Tmbl +6; Cbt Expert, Track
SPELLS: Known (3/2): 0—*det mag, light, lull* (DC 13), *msg, r mag, summ instr;* 1st—*cure lt* (DC 14), *swift exp retreat***, *T's laugh* (DC 14)
POSS: Mithral shirt, *+1 longsword, +1 short sword* **CR:** 6

**Complete Warrior*; Wch = war chanter class; ***Miniatures Handbook*

City Guard: LN M Humanoid (human) War1

HD: 1 (5 hp) **INIT:** +0
AC: 16 (T 10, FF 16) **SPD:** 20 ft.
ATK: Spear +2 (1d8+1/×3)
SV: Fort +3, Ref +0, Will –1
AB: S 13, D 11, Cn 12, I 9, W 8, Ch 10
SK/F: Bluff +3, Climb –5, H Animal +1, Intim +3, Jump –11, Lis –1, S Mot +0, Spot –1; Endurance
POSS: Splint mail, spear
CR: 1/2

Inspiring Marshal: CG M Humanoid (human) Msh6*

HD: 6 (36 hp) **INIT:** +6
AC: 19 (T 12, FF 17) **SPD:** 35 ft.
ATK: Sword +7 (1d10+2/19–20, magic)
SA/SQ: Grant move action 1/day (allies within 30 ft.), minor aura*, major aura +1*
SV: Fort +6, Ref +4, Will +4
AB: S 12, D 14, Cn 13, I 10, W 8, Ch 16
SK/F: Bluff +8, Dipl +19, Intim +6, Lis +8, S Mot +4, Spot +8, Surv +6
POSS: Mithral breastplate, hvy steel shield, *+1 bastard sword*
CR: 6

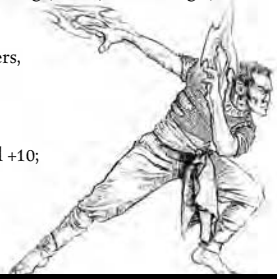
**Miniatures Handbook*; Msh = marshal class

Medium Astral Construct* (2nd level): N M Construct

HD: 2 (31 hp) **INIT:** +2
AC: 18 (T 12, FF 16) **SPD:** 50 ft.
ATK: Slam +4 (1d6+4)
SA/SQ: Celerity (+10 ft.), construct traits, darkvision 60 ft., low-light
SV: Fort +0, Ref +2, Will +0
AB: S 17, D 15, Cn —, I —, W 11, Ch 10
CR: 1

**Expanded Psionics Handbook*

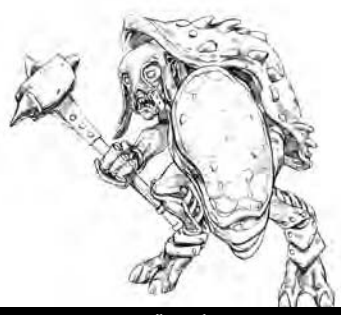
Xeph* Soulknife: CG M Humanoid (xeph) Skf5*



HD: 5 (37 hp) **INIT:** +3
AC: 19 (T 13, FF 16) **SPD:** 30 ft.
ATK: Mind blade +4 (1d6+2/19–20, magic)/+4 (1d6+1/19–20, magic); **or** mind blade +7 (1d8+3/19–20, magic); **or** mind blade +5 rg (1d6+2/19–20, magic)/+5 rg (1d6+1/19–20, magic); **or** mind blade +8 rg (1d8+2/19–20, magic)
SA/SQ: Burst 3/day (+20 ft.), darkvision 60 ft., psychic strike +1d8 dmg, +1 saves against powers, spells, and spell-like abilities
SV: Fort +2, Ref +7, Will +5
AB: S 14, D 16, Cn 13, I 10, W 12, Ch 8
SK/F: Autohypnosis* +9, Lis +9, Spot +9, Tmbl +10; Psionic Weapon*
POSS: +2 *chain shirt, potion of cure lt*
CR: 5

**Expanded Psionics Handbook*; Skf = soulknife class

Crucian*: LN M Humanoid (reptilian)

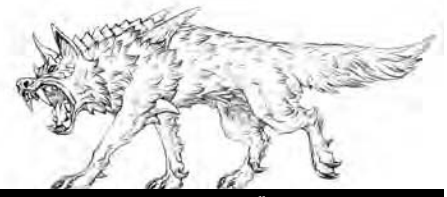


HD: 3 (22 hp) **INIT:** –1
AC: 21 (T 9, FF 21) **SPD:** 20 ft.
ATK: Warhammer +5 (1d8+2/×3)
SA/SQ: Low-light
SV: Fort +6, Ref +0, Will +3
AB: S 15, D 8, Cn 17, I 11, W 10, Ch 8
SK/F: Dipl +1, S Mot +5, Spot +5
CR: 2

**Miniatures Handbook*

Dire Wolf: N L Animal

HD: 6 (45 hp) **INIT:** +2
AC: 14 (T 11, FF 12) **SPD:** 50 ft.
ATK: Bite +11 (1d8+10)
SA/SQ: Low-light, scent, trip (+11)
SV: Fort +8, Ref +7, Will +6
AB: S 25, D 15, Cn 17, I 2, W 12, Ch 10
SK/F: Hide +0, Lis +7, M Sil +4, Spot +7, Surv +2 (+6 tracking by scent); Run, Track
CR: 3



Otyugh: N L Aberration

HD: 6 (36 hp) **INIT:** +0
AC: 17 (T 9, FF 17) **SPD:** 20 ft.
ATK: 2 tentacles +4 (1d6) *and* bite –2 (1d4 plus disease)
SA/SQ: Constrict 1d6, darkvision 60 ft., disease (filth fever: Fort DC 12, incub 1d3 days, 1d3 Dex + 1d3 Con), imp grab (grp +8, can constrict), reach 10 ft. (15 ft. tentacle), scent
SV: Fort +3, Ref +2, Will +6
AB: S 11, D 10, Cn 13, I 5, W 12, Ch 6
SK/F: Hide –1 (+7 lair), Lis +6, Spot +6
CR: 4

Blue*: NE S Humanoid (goblinoid, psionic) Tel1*

HD: 1 (3 hp) **INIT:** +0
AC: 15 (T 11, FF 15) **SPD:** 30 ft.
ATK: Staff –2 (1d4–2)
SA/SQ: Darkvision 60 ft.
SV: Fort +1, Ref +0, Will +2
AB: S 6, D 11, Cn 12, I 15, W 10, Ch 7
SK/F: Conc +5, Hide +6, M Sil +4, Psicraft* +6, Ride +4, Spot +2
SPELLS: Psionics (5 pp*): 1st—*inertial armor* (1 pp; +4 AC), *mind thrust* (1 pp; 1d10 dmg; DC 13 negates), *psionic charm* (1 pp; as *charm per*; DC 13)
POSS: Quarterstaff
CR: 1

**Expanded Psionics Handbook*; Tel = telepath subclass; spent 1 pp manifesting *inertial armor*

Fire Giant: LE L Giant (fire)

HD: 15 (142 hp) **INIT:** –1
AC: 23 (T 8, FF 23) **SPD:** 30 ft.
ATK: Sword +20/+15/+10 (3d6+15/19–20); **or** 2 slams +20 (1d4+10); **or** rock +10 rg (2d6+10 plus 2d6 fire)
SA/SQ: Imm fire, low-light, rock catching, rock throwing, reach 10 ft., vuln cold
SV: Fort +14, Ref +4, Will +9
AB: S 31, D 9, Cn 21, I 10, W 14, Ch 11
SK/F: Climb +9, Intim +6, Jump +9, Spot +14; Cleave, Great Cleave, Imp Overrun, Imp Sunder, Pow Atk
POSS: Half-plate, greatsword, bag w/ 1d4+1 heated rocks
CR: 10

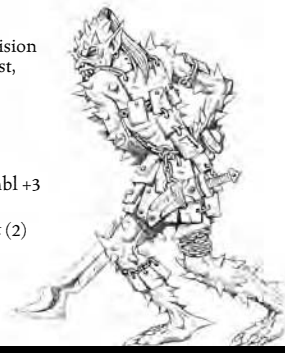
Mordenkainen the Mage: N M Humanoid (human) Wiz27

HD: 27 (175 hp) **INIT:** +7
AC: 48* (T 18, FF 45) **SPD:** 30 ft.
ATK: Staff +19/+14 (1d6+5, magic plus 1d6 fire)
SA/SQ: Resist fire 15, SR 35
SV: Fort +16, Ref +15, Will +20
AB: S 10, D 17, Cn 18, I 27, W 15, Ch 18
SK/F: Bluff +11, Conc +31 (+35 cast def), Dipl +22, Esc +33, Lis +17, Spell +40, Spot +17; Epic Spell Pen*, Height Spell, Imp Metamagic*, Max Spell, Quick Spell, Spell Pen
SPELLS: (4/6/6/12/6/5/5/5/5/4/1/1/1; base DC 18 + spell level): Knows all level 0 to 9 arcane spells. **Epic Spells Known*** (3): *epic mag armor, spell resist, let go of me* (DC 28), *ruin* (DC 28)
POSS: *Am nat armor +2, brac armor +8, ring prot +5, +5 staff of fiery power*, carpet of flying, crystal ball, hdbd of int +6, pink Ioun stone, ring wiz III, rod of abs, silver key of portals*, wand fball* (10th-lvl)
CR: 27 **Epic Level Handbook; epic mage armor* already cast

Bladeling* Fighter: LE M Outsider (lawful) Ftr2

HD: 2 (19 hp) **INIT:** +6
AC: 22 (T 12, FF 20) **SPD:** 30 ft.
ATK: Sword +6 (2d6+3/19–20, lawful)
SA/SQ: DR 5/magic and bludgeoning, darkvision 60 ft., resist cold 5 and fire 5, imm acid and rust, outsider traits, razor storm 1/day (cone, 15 ft.; dmg 3d6; DC 15; nat armor –3)
SV: Fort +5, Ref +2, Will +1
AB: S 15, D 15, Cn 14, I 10, W 12, Ch 8
SK/F: Climb +6, Jump +6, Lis +1, Spot +1, Tmbl +3
POSS: *+1 chain shirt*, mwk greatsword, *potion of prot arrows 10/magic, potion of cure lt* (2)
CR: 3

**Monster Manual II*



Dire Rat: N S Animal

HD: 1 (5 hp) **INIT:** +3
AC: 15 (T 14, FF 12) **SPD:** 40 ft., C 20 ft.
ATK: Bite +4 (1d4 plus disease)
SA/SQ: Disease (filth fever: Fort DC 12, incub 1d3 days, 1d3 Dex + 1d3 Con), low-light, scent
SV: Fort +3, Ref +5, Will +3
AB: S 10, D 17, Cn 12, I 1, W 12, Ch 4
SK/F: Climb +11, Hide +8, Lis +4, M Sil +4, Spot +4, Swim +11
CR: 1/3

Hobgoblin Sergeant: LE M Humanoid (goblinoid) Ftr3

HD: 3 (30 hp) **INIT:** +7
AC: 20 (T 13, FF 17) **SPD:** 20 ft.
ATK: Sword +7 (1d8+3/19–20, magic); **or** javelin +6 rg (1d6+2)
SA/SQ: Darkvision 60 ft.
SV: Fort +5, Ref +4, Will +2
AB: S 15, D 16, Cn 15, I 10, W 12, Ch 8
SK/F: Lis +4, M Sil +1, Spot +4; Blind-Fight
POSS: Breastplate, hvy steel shield, *+1 longsword*, javelin
CR: 3

King Snurre (FIRE GIANT): LE L Giant (FIRE) Ftr4

HD: 19 (226 hp) **INIT:** +4
AC: 25 (T 9, FF 25) **SPD:** 30 ft.
ATK: Sword +30/+25/+20 (3d6+23/17–20, magic plus 3d6 fire); **or** rock +14 rg (2d6+12 plus 2d6 fire)
SA/SQ: Imm fire, low-light, rock catching, rock throwing, reach 10 ft.
SV: Fort +20, Ref +8, Will +10
AB: S 35, D 10, Cn 24, I 13, W 14, Ch 12
SK/F: Climb +16, H Animal +13, Intim +11, Jump +16, Spot +20; Cleave, Imp Overrun, Pow Atk
POSS: Mwk half-plate, +3 *flaming* (×3) *greatsword*, bag w/ 5 heated rocks, white dragonhide cloak
CR: 14

Lizardfolk Rogue: N M Humanoid (REPTILIAN) Rog2

HD: 4 (31 hp) **INIT:** +2
AC: 17 (T 12, FF 15) **SPD:** 30 ft.
ATK: 2 claws +5 (1d6+3) *and* bite +3 (1d4+1)
SA/SQ: Evasion, hold breath, sneak attack +1d6, trapfinding
SV: Fort +3, Ref +8, Will +0
AB: S 16, D 14, Cn 17, I 10, W 10, Ch 8
SK/F: Bal +12, Hide +6, Jump +14, Spot +7, Swim +8, Tmbl +9
POSS: *Salve of slipperiness, potion of b's strength*
CR: 3

Manticore: LE L Magical Beast

HD: 6 (57 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft., F 50 ft. (Cl)
ATK: 2 claws +10 (2d4+5) *and* bite +8 (1d8+2); **or** 6 spikes +8 rg (1d8+2/19–20)
SA/SQ: Darkvision 60 ft., low-light, scent, spikes (180 ft., max 24/day), tremorsense 60 ft.
SV: Fort +9, Ref +7, Will +3
AB: S 20, D 15, Cn 19, I 7, W 12, Ch 9
SK/F: Lis +5, Spot +9, Surv +1; Flyby Attack, Track
CR: 5

Scarlet Brotherhood Monk: LE M Humanoid (HUMAN) Mnk7

HD: 5 (36 hp) **INIT:** +2
AC: 15 (T 15, FF 13) **SPD:** 40 ft.
ATK: Unarmed strike +6/+6 (1d8+3, magic plus poison); **or** unarmed strike +7 (1d8+3, magic plus poison)
SA/SQ: Evasion, poison (Fort DC 16, 2d12 hp/1d6 Con), purity of body, slow fall 30 ft., still mind
SV: Fort +6, Ref +6, Will +6
AB: S 16, D 14, Cn 14, I 12, W 14, Ch 10
SK/F: Bal +7, Hide +10, Jump +14, Lis +10, M Sil +15, Spot +10, Tmbl +12; Defl Arrows, Flying Kick*, Imp Grapple, Pow Atk
POSS: *Boots of elvenkind*, gloves, sassone leaf residue, sufferfume**, smoke bomb, *potion of hide/ animals, potion of mag armor, potion of prot good, potion of shld faith*
CR: 5
**Complete Warrior*; ***Book of Vile Darkness*

Lemure: LE M Outsider (BAATEZU, EVIL, EXTRAPLANAR, LAWFUL)

HD: 2 (9 hp) **INIT:** +0
AC: 14 (T 10, FF 14) **SPD:** 20 ft.
ATK: 2 claws +2 (1d4, evil, lawful)
SA/SQ: DR 5/good or silver, imm fire and poison, mindless, resist acid 10 and cold 10, see in darkness
SV: Fort +3, Ref +3, Will +3
AB: S 10, D 10, Cn 10, I —, W 11, Ch 5
CR: 1

Lord Soth (DEATH KNIGHT*): LE M Undead (AUG HUM (HUMAN))

HD: 17 (133 hp) **INIT:** +3
AC: 27 (T 11, FF 26) **SPD:** 20 ft.
ATK: Sword +26/+21/+16 (2d6+13/17–20, magic); **or** touch +22 (1d8+5 plus 1 Con; Will DC 23 half, negate Con)
SA/SQ: Abyssal blast 1/day (17d6; Ref DC 23 half), create skeletal warrior, DR 10/magic, fear aura (as *fear*, 5 HD; Will DC 23 negates), immunities, see invis, SR 27, summ nightmare (Moggi), turn imm, undead followers (34 HD), undead traits
SV: Fort +16, Ref +7, Will +14
AB: S 24, D 14, Cn —, I 10, W 15, Ch 20
S/F: Dipl +15, Intim +18, Lis +2, Ride +19, Spot +4; Cleave, Honor-Bound*, Mounted Cbt, Pow Atk
SPELLS: 1/day—*det mag, disp mag, pow word* (*blind, stun, or kill*), *symbol* (*pain* [DC 20] or *fear* [DC 21]), *wall of ice*
POSS: +3 *full plate*, +3 *greatsword, rod of elemental fire* (1/day—*summ mon* IX, fire subtype)
CR: 22 *DRAGONLANCE *Campaign Setting*

Rakshasa: LE M Outsider (NATIVE)

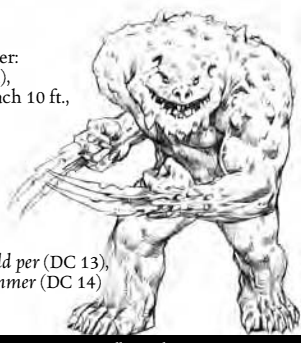
HD: 7 (52 hp) **INIT:** +2
AC: 21 (T 12, FF 19) **SPD:** 40 ft.
ATK: 2 claws +8 (1d4+1) *and* bite +3 (1d6)
SA/SQ: Change shape (any humanoid), *det thoughts* (DC 15), DR 15/good and piercing, darkvision 60 ft., SR 27
SV: Fort +8, Ref +7, Will +6
AB: S 12, D 14, Cn 16, I 13, W 13, Ch 17
SK/F: Bluff +17, Conc +13 (+17 cast def), Dipl +7, Disg +17, Intim +5, Lis +13, M Sil +13, Perf (oratory) +13, S Mot +11, Spell +11, Spot +11; Dodge
SPELLS: Known (6/7/7/5): 0—*det mag, light, mag hand, msg, r mag, resist, touch fatigue* (DC 13); 1st—*charm per* (DC 14), *mag armor, mag missile, shld, slide** (DC 14); 2nd—*Bigby's slapping hand**, *invis, M's acid arrow*; 3rd—*haste, hold per* (DC 16)
CR: 10 **Miniatures Handbook*

Zombie (HUMAN COMMONER): NE M Undead

HD: 2 (16 hp) **INIT:** –1
AC: 11 (T 9, FF 11) **SPD:** 30 ft. (can't run)
ATK: Club +2 (1d6+1)
SA/SQ: DR 5/slashing, single actions only, darkvision 60 ft., undead traits
SV: Fort +0, Ref –1, Will +3
AB: S 12, D 8, Cn —, I —, W 10, Ch 1
CR: 1/2

Blue Slaad: CN L Outsider (CHAOTIC, EXTRAPLANAR)

HD: 8 (68 hp) **INIT:** +2
AC: 20 (T 11, FF 18) **SPD:** 30 ft.
ATK: 4 claws +13 (2d6+6, chaotic) *and* bite +11 (2d8+3, chaotic plus disease)
SA/SQ: Darkvision 60 ft., disease (slaad fever: Fort DC 18, incub 1 day, 1d3 Dex + 1d3 Cha), fast healing 5, imm sonic, outsider traits, reach 10 ft., resist acid 5, cold 5, electricity 5, and fire 5, summon slaad (blue, 40%)
SV: Fort +10, Ref +8, Will +4
AB: S 23, D 15, Cn 19, I 6, W 6, Ch 10
SK/F: Climb +17, Hide +9, Jump +17, List +9, M Sil +13, Spot +9; Dodge, Mobil
SPELLS: (Spell-Like Abilities) At will—*hold per* (DC 13), *passwall*, *tkinesis* (DC 15); 1/day—*chaos hammer* (DC 14)
CR: 8

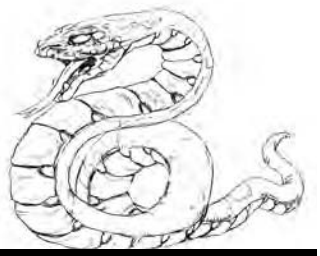


Bugbear Footpad: CE M Humanoid (GOBLINOID) Ftr1/Rog1

HD: 5 (36 hp) **INIT:** +3
AC: 19 (T 13, FF 16) **SPD:** 30 ft.
ATK: Morningstar +10 (1d8+6, magic); **or** dagger +7 rg (1d4+5/19–20)
SA/SQ: Darkvision 60 ft., scent, sneak attack +1d6, trapfinding
SV: Fort +5, Ref +8, Will +1
AB: S 20, D 16, Cn 15, I 12, W 10, Ch 6
SK/F: Climb +8, Hide +11, Lis +10, M Sil +10, Spot +10; Dodge
POSS: Leather, mwk lt wooden shield, *+1 morningstar*, 2 mwk daggers, *potion of pass w/o trace*
CR: 4

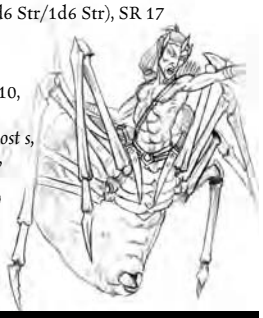
Displacer Serpent*: CE M Magical Beast

HD: 2 (19 hp) **INIT:** +1
AC: 13 (T 11, FF 12) **SPD:** 20 ft., C 10 ft., S 10 ft.
ATK: Bite +5 (1d6+4)
SA/SQ: Darkvision 60 ft., displacement (50% miss chance), low-light
SV: Fort +7, Ref +4, Will +3
AB: S 17, D 12, Cn 19, I 5, W 12, Ch 2
SK/F: Climb +11, Lis +6, Swim +11
CR: 2
**Miniatures Handbook*



Drider Sorcerer: CE L Aberration

HD: 6 (45 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft., C 15 ft.
ATK: Bite +6 (1d4+3 plus poison); **or** bow +5 rg (1d8/×3)
SA/SQ: Darkvision 60 ft., poison (Fort DC 16; 1d6 Str/1d6 Str), SR 17
SV: Fort +5, Ref +4, Will +8
AB: S 15, D 15, Cn 16, I 15, W 16, Ch 16
SK/F: Climb +14, Conc +9 (+13 cast def), Hide +10, Lis +9, M Sil +12, Spot +9
SPELLS: Known (6/7/6/4): 0—*daze*, *det mag*, *ghost s*, *mag hand*, *ray frost*, *r mag*, *resist*; 1st—*mag armor*, *mag missile*, *ray enfeeble*, *sil image*; 2nd—*baleful transposition** (DC 15), *blur*; 3rd—*lgt bolt* (DC 16) 1/day—*danc lt* (DC 13), *clairaud/clairvoy*, *dark*, *det good*, *det law*, *det mag*, *disp mag*, *f fire*, *levitate*, *suggest* (DC 16)
CR: 7 **Miniatures Handbook*



Drow Fighter: NE M Humanoid (ELF) Ftr3

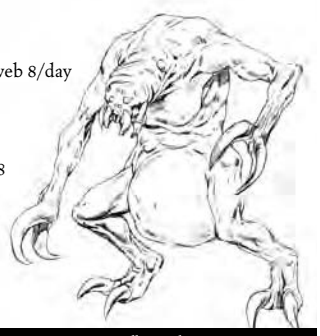
HD: 3 (24 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 30 ft.
ATK: Rapier +7 (1d6+1/18–20)
SA/SQ: Drow traits, SR 14
SV: Fort +4, Ref +4, Will +1
AB: S 13, D 17, Cn 12, I 10, W 10, Ch 12
SK/F: Jump +4, Lis +2, Srch +2; Dodge, Pow Atk
POSS: Chain shirt, buckler, rapier, 2,300 gp
CR: 4

Drow Rogue: CE M Humanoid (ELF) Rog6

HD: 6 (29 hp) **INIT:** +4
AC: 18 (T 14, FF 18) **SPD:** 35 ft.
ATK: Rapier +7 (1d6+1/18–20, magic)/ dagger +7 (1d4+1/19–20, magic); **or** rapier +9 (1d6+1/18–20, magic)
SA/SQ: Drow traits, evasion, sneak attack +3d6, SR 17, trapfinding, trap sense +2, uncanny dodge
SV: Fort +4, Ref +10, Will +4
AB: S 10, D 18, Cn 12, I 15, W 12, Ch 10
SK/F: Bal +8, Hide +13, Jump +7, Lis +12, M Sil +13, Open L +13, Srch +13, Spot +12, Tmbl +15
POSS: Mithral shirt, *+1 rapier*, *+1 dagger*, *cloak of resistance +1*, *potion of cure lt* (3), *potion of shld faith +3*
CR: 7

Ettercap: NE M Aberration

HD: 5 (27 hp) **INIT:** +3
AC: 14 (T 13, FF 11) **SPD:** 30 ft., C 30 ft.
ATK: Bite +5 (1d8+2 plus poison) *and* 2 claws +3 (1d3+1)
SA/SQ: Low-light, poison (Fort DC 15, 1d6 Dex/2d6 Dex), thrown web 8/day (6 hp, Esc DC 13, break DC 17)
SV: Fort +4, Ref +4, Will +6
AB: S 14, D 17, Cn 13, I 6, W 15, Ch 8
SK/F: Climb +10, Hide +9, Lis +4, Spot +8
CR: 3



Frost Giant: CE L Giant (COLD)

HD: 14 (133 hp) **INIT:** –1
AC: 21 (T 8, FF 21) **SPD:** 40 ft.
ATK: Axe +18/+13 (3d6+13/×3); **or** 2 slams +18 (1d4+9); **or** rock +9 rg (2d6+9)
SA/SQ: Imm cold, low-light, reach 10 ft., rock catching, rock throwing, vuln fire
SV: Fort +14, Ref +3, Will +6
AB: S 29, D 9, Cn 21, I 10, W 14, Ch 11
SK/F: Climb +13, Intim +6, Jump +17, Spot +12; Cleave, Great Cleave, Imp Overrun, Imp Sunder, Pow Atk
POSS: Greataxe, bag w/ 1d4+1 rocks
CR: 9

Ghast: CE M Undead

HD: 4 (29 hp) **INIT:** +3
AC: 17 (T 12, FF 14) **SPD:** 30 ft.
ATK: Bite +5 (1d8+3 plus disease and paralysis) *and* 2 claws +3 (1d4+1 plus paralysis)
SA/SQ: Darkvision 60 ft., disease (ghoul fever: Fort DC 15, incub 1 day, 1d3 Con + 1d3 Dex), paralysis (1d4+1 rds, Fort DC 15 negates), stench (sickened 1d4+1 min., Fort DC 15 negates), undead traits, +2 turn resistance
SV: Fort +1, Ref +4, Will +6
AB: S 17, D 17, Cn —, I 13, W 14, Ch 16
SK/F: Bal +7, Climb +9, Hide +8, Jump +9, M Sil +8, Spot +8
CR: 3

Grick: N M Aberration

HD: 2 (9 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft., C 20 ft.
ATK: 4 tentacles +3 (1d4+2, magic) *and* bite –2 (1d3+1, magic)
SA/SQ: DR 10/magic, darkvision 60 ft., scent
SV: Fort +0, Ref +2, Will +5
AB: S 14, D 14, Cn 11, I 3, W 14, Ch 5
SK/F: Climb +10, Hide +3 (+11 natural rock), Lis +6, Spot +6; Track
CR: 3

Lich Necromancer: NE M Undead (AUG HUM (HUMAN))

HD: 11 (74 hp) **INIT:** +3
AC: 19 (T 14, FF 17) **SPD:** 30 ft.
ATK: Touch +5 (1d8+5 neg energy plus paralysis); **or** staff +5 (1d6)
SA/SQ: Darkvision 60 ft., DR 15/bludgeoning and magic, fear aura (as *fear*, 5 HD; Will DC 16 negates), immunities, paralyzing touch (Fort DC 16 negates), undead traits, +4 turn resist
SV: Fort +7, Ref +10, Will +13
AB: S 10, D 16, Cn —, I 19, W 14, Ch 13
SK/F: Conc +15 (+19 cast def), Hide +15, Lis +12, M Sil +16, Spell +20, Spot +12
SPELLS: 1st—*exp retreat, mag missile* (3), *ray enfeeble*; 2nd—*comm undead* (3; DC 16), *scorch ray, web* (DC 16); 3rd—*disp mag, haste, empowered mag missile* (3); 4th—*anim dead, fear* (DC 18), *ice storm, shout* (DC 19); 5th—*hold mon* (2; DC 19); 6th—*silent hold mon* (DC 19)
POSS: *Ring prot +1*, quarterstaff, *cloak resist +4, pot gas form, rod of transposition**, scr *summ mon IV* (8th-lvl), 10 black onyx (25 gp)
CR: 13 **Miniatures Handbook*

Minotaur Skeleton: NE L Undead

HD: 6 (39 hp) **INIT:** +5
AC: 12 (T 10, FF 11) **SPD:** 30 ft.
ATK: Axe +6 (3d6+6/×3) *and* gore +1 (1d8+2)
SA/SQ: DR 5/bludgeoning, darkvision 60 ft., imm cold, undead traits
SV: Fort +2, Ref +3, Will +5
AB: S 19, D 12, Cn —, I —, W 10, Ch 1
POSS: Greataxe
CR: 3

Gnoll Sergeant: CE M Humanoid (GNOLL) Ftr3

HD: 5 (49 hp) **INIT:** +1
AC: 18 (T 11, FF 17) **SPD:** 35 ft.
ATK: Flail +10 (1d10+7/19–20, magic)
SA/SQ: Darkvision 60 ft.
SV: Fort +10, Ref +2, Will +0
AB: S 18, D 12, Cn 18, I 8, W 8, Ch 11
SK/F: Jump +6, Lis –1, Spot +4; Pow Atk
POSS: *+1 chain shirt, +1 hvy flail*
CR: 4

Lareth the Beautiful: CE M Humanoid (HUMAN) Clr7

HD: 7 (60 hp) **INIT:** +7
AC: 23 (T 11, FF 22) **SPD:** 20 ft.
ATK: *Rod of striking* +13 (1d6+7, magic)
SA/SQ: Insanity*, rebuke undead 1/day (–2)
SV: Fort +8, Ref +5, Will +7
AB: S 18, D 17, Cn 16, I 9, W 19, Ch 6
SK/F: Conc +7 (+11 cast def), Lis +3, Spot +3, Spell +5; Pow Atk
SPELLS: 0—*det mag, guid, infl min, light, r mag, resist*; 1st—*bane* (DC 15), *cause fear* (DC 15), *div favor, doom* (DC 15), *prot good, shld faith*; 2nd—*b's strength, death knell* (DC 16), *b's endurance, touch of madness** (2; DC 16); 3rd—*disp mag, invis purge, rage, sear lgt*; 4th—*conf* (DC 18), *gr mag wpn, poison* (DC 18). Domains: Evil, Madness*
POSS: *+1 full plate, +1 hvy steel shield, rod of striking* (as +3 *quarterstaff*, 1H; 5/day—ignore DR, +3d6 dmg/+6d6 crit)
CR: 7 **Complete Divine*

Minotaur: CE L Monstrous Humanoid

HD: 6 (39 hp) **INIT:** +0
AC: 14 (T 9, FF 14) **SPD:** 30 ft.
ATK: Axe +9/+4 (3d6+6/×3) *and* gore +4 (1d8+2)
SA/SQ: Darkvision 60 ft., natural cunning, powerful charge 4d6+6, scent
SV: Fort +6, Ref +5, Will +5
AB: S 19, D 10, Cn 15, I 7, W 10, Ch 8
SK/F: Intim +2, Lis +7, Srch +2, Spot +7; Pow Atk, Track
POSS: Greataxe
CR: 4

Orc Brute: CE M Humanoid (ORC) Bbn1

HD: 1 (14 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 45 ft.
ATK: Club +5 (1d10+6)
SA/SQ: Darkvision 60 ft., light sensitivity, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC)
SV: Fort +4, Ref +1, Will +0
AB: S 19, D 13, Cn 14, I 8, W 10, Ch 6
SK/F: Lis +4, Surv +4, Swim +8
POSS: Mwk studded leather, greatclub, *potion of cure lt, oil of mag wpn, potion of prot arrows 10/magic, potion of shld faith +3*
CR: 1

Quasit: CE T Outsider (CHAOTIC, EXTRAPLANAR, EVIL)

HD: 3 (13 hp) **INIT:** +7
AC: 18 (T 15, FF 15) **SPD:** 20 ft., F 50 ft. (Pf)
ATK: 2 claws +8 (1d3–1, chaotic, evil plus poison) *and* bite +3 (1d4–1, chaotic, evil)
SA/SQ: Alt form (1 or 2, up to M, no poison), DR 5/cold iron or good, darkvision 60 ft., fast healing 2, imm poison, poison (Fort DC 13, 1d4 Dex/2d4 Dex), reach 0 ft., resist fire 10
SV: Fort +3, Ref +6, Will +4
AB: S 8, D 17, Cn 10, I 10, W 12, Ch 10
SK/F: Bluff +6, Hide +17, Lis +7, M Sil +9, Srch +6, Spell +6, Spot +6
SPELLS: (Spell-Like Abilities) At will—*det good, det mag, invis* (self only); 1/day—*cause fear* (30-foot radius, DC 11); 1/week—*commune* (6 questions)
CR: 2

Tanarukk*: CE M Outsider (NATIVE)

HD: 5 (22 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 20 ft.
ATK: Axe +8 (1d12+3/×3) *and* bite +2 (1d6+1)
SA/SQ: *Control flame* 1/day, darkvision 60 ft., resist fire 10, SR 14
SV: Fort +4, Ref +5, Will +3
AB: S 15, D 12, Cn 11, I 11, W 8, Ch 6
SK/F: Climb +10, Hide +9, Intim +6, Jump +4, Lis +9, M Sil +9, Srch +8, Spot +9, Tmbl +3
POSS: Greataxe
CR: 2
**Races of Faerûn*

Huge Gold Dragon (YOUNG ADULT): LG H Dragon (FIRE)

HD: 20 (230 hp) **INIT:** +0
AC: 27 (T 8, FF 27) **SPD:** 60 ft., F 200 ft. (Pr), S 60 ft.
ATK: Bite +28 (2d8+10, magic) *and* 2 claws +23 (2d6+5, magic) *and* 2 wings +23 (1d8+5, magic) *and* tail slap +23 (2d6+15, magic)
SA/SQ: *Bless* 3/day, blindsense 60 ft., breath wpn 1/1d4 rds (cone, 50 ft.; 10d10 fire; Ref DC 25 half; **or** 5 Str dmg; Fort DC 25 negates), crush (2d8+15; Ref DC 25 or be pinned, grp +35), darkvision 120 ft., DR 5/magic, frightful presence (19 HD, Will DC 24 negates), imm fire, paralysis, and *sleep*, low-light, reach 10 ft. (bite 15 ft.), SR 21, vuln cold, wtr breath
SV: Fort +17, Ref +12, Will +16
AB: S 31, D 10, Cn 21, I 18, W 19, Ch 18
SK/F: Conc +24, Dipl +15, Jump +27, Lis +27, Spell +14, Spot +27, Swim +35; Flyby Atk, Heighten Breath**, Hover, Pow Atk, Recover Breath*, Tempest Breath*, Wingover
SPELLS: Known (6/7/5): 0—*det mag, flare* (DC 14), *light, mend, prest, r mag*; 1st—*mag missile, prot evil, shld faith, tr strike*; 2nd—*dark, res energy*
CR: 14 **Draconomicon*

Storm Giant: CG H Giant

HD: 19 (199 hp) **INIT:** +2
AC: 27 (T 10, FF 25) **SPD:** 35 ft., S 30 ft.
ATK: Sword +26/+21/+16 (4d6+21/19–20); **or** 2 slams +26 (1d6+14); **or** bow +14/+9/+4 rg (3d6+14/×3)
SA/SQ: Freedom of movement, imm electricity, low-light, reach 15 ft., rock catching, wtr breath
SV: Fort +17, Ref +8, Will +13
AB: S 39, D 14, Cn 23, I 16, W 20, Ch 15
SK/F: Climb +20, Conc +26, Intim +12, Jump +20, Lis +15, S Mot +15, Spot +25, Swim +18; Awesome Blow, Cleave, Cbt Reflex, Imp Bull Rush, Imp Sunder, Pow Atk
SPELLS: (Spell-Like Abilities) 1/day—*call lgt* (DC 15), *chain lgt* (DC 18); 2/day—*cont weather, levitate*
POSS: Breastplate, greatsword, comp longbow (+14 Str bonus), quiver w/ 20 arrows **CR:** 13

Red Wyrmling: CE M Dragon (FIRE)

HD: 7 (59 hp) **INIT:** +0
AC: 16 (T 10, FF 16) **SPD:** 40 ft., F 150 ft. (Pr)
ATK: Bite +10 (1d8+3) *and* 2 claws +5 (1d6+1) *and* 2 wings +5 (1d4+1)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (cone, 30 ft.; 2d10 fire; Ref DC 15 half), darkvision 120 ft., imm fire, paralysis, and *sleep*, low-light, vuln cold
SV: Fort +7, Ref +5, Will +5
AB: S 17, D 10, Cn 15, I 10, W 11, Ch 10
SK/F: Bluff +5, Intim +9, Jump +14, List +10, Srch +10, Spot +10; Cleave, Flyby Atk, Pow Atk
CR: 4

Werewolf (Hybrid Form): CE M Humanoid (HUMAN, SHAPECHANGER)

HD: 3 (20 hp) **INIT:** +6
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: 2 claws +4 (1d4+2) *and* bite +0 (1d6+1)
SA/SQ: Alt form (human or wolf), DR 10/silver, low-light, lycanthropy (Fort DC 15 negates), scent, wolf empathy
SV: Fort +8, Ref +5, Will +2
AB: S 15, D 15, Cn 16, I 10, W 11, Ch 8
SK/F: H Animal +1, Hide +6, Lis +1, M Sil +6, Spot +1, Survival +2; Track
CR: 3

Cloud Giant: NG H Giant (AIR)

HD: 17 (178 hp) **INIT:** +1
AC: 25 (T 9, FF 24) **SPD:** 50 ft.
ATK: Morningstar +22/+17/+12 (4d6+18); **or** 2 slams +22 (1d6+12); **or** rock +12 rg (2d8+12)
SA/SQ: Low-light, reach 15 ft., rock catching, rock throwing, scent
SV: Fort +16, Ref +6, Will +10
AB: S 35, D 13, Cn 23, I 12, W 16, Ch 13
SK/F: Climb +19, Intim +11, Lis +15, +2, S Mot +9, Spot +15; Awesome Blow, Cleave, Imp Bull Rush, Imp Overrun, Pow Atk
SPELLS: (Spell-Like Abilities) 3/day—*levitate* (self plus 2,000 lb.), *obs mist*; 1/day—*fog cloud*
POSS: G morningstar, bag w/ 1d4+1 rocks, harp
CR: 11

Treant: NG H Plant

HD: 7 (66 hp) **INIT:** –1
AC: 20 (T 7, FF 20) **SPD:** 30 ft.
ATK: 2 slams +12 (2d6+9)
SA/SQ: *Anim trees*, double dmg against objects, DR 10/slashing, low-light, plant traits, reach 15 ft., trample 2d6+13 (Fort DC 22 half), vuln fire
SV: Fort +10, Ref +1, Will +7
AB: S 29, D 8, Cn 21, I 12, W 16, Ch 12
SK/F: Hide –9 (+7 forest), Intim +6, Lis +8, S Mot +8, Spot +8, Surv +8; Imp Sunder, Pow Atk
CR: 8

Warforged Titan*: LN H Construct

HD: 12 (106 hp) **INIT:** –1
AC: 25 (T 7, FF 25) **SPD:** 50 ft.
ATK: Maul +16 (2d8+9/×3)/ axe +16 (2d8+9/×3)
SA/SQ: Construct traits, DR 10/ adamantine, darkvision 60 ft., low-light, powerful charge +3d6, trample 2d6+13 (Ref DC 25 half), reach 15 ft., resist acid 10, cold 10, electricity 10, fire 10, and sonic 10
SV: Fort +4, Ref +3, Will +4
AB: S 28, D 8, Cn —, I 3, W 11, Ch 1
SK/F: Jump +32, List +0, Spot +0; Awesome Blow, Cleave, Imp Bull Rush, Pow Atk, Powerful Charge**
CR: 8
**Eberron™ Campaign Setting*; ***Miniatures Handbook*

Bulette: N H Magical Beast

HD: 9 (94 hp) **INIT:** +2
AC: 22 (T 10, FF 20) **SPD:** 40 ft., B 10 ft.
ATK: Bite +16 (2d8+8) *and* 2 claws +10 (2d6+4)
SA/SQ: Darkvision 60 ft., leap (4 claws +15, no bite), low-light, reach 10 ft., scent, tremorsense 60 ft.
SV: Fort +11, Ref +8, Will +6
AB: S 27, D 15, Cn 20, I 2, W 13, Ch 6
SK/F: Jump +18, Lis +9, Spot +3; Track
CR: 7

Fomorian*: NE H Giant

HD: 15 (157 hp) **INIT:** +1
AC: 21 (T 9, FF 20) **SPD:** 40 ft.
ATK: Flail +21/+16/+11 (4d6+18/19–20); **or** 2 slams +21 (1d8+12)
SA/SQ: DR 5/—, fast healing 5, reach 15 ft., scent, trample 2d10+18 (Ref DC 29 half)
SV: Fort +15, Ref +6, Will +6
AB: S 34, D 12, Cn 22, I 11, W 13, Ch 9
SK/F: Lis +3, M Sil +29, Spot +21; Cleave, Great Cleave, Pow Atk, Track
CR: 11
**Monster Manual II*

Huge Red Dragon (YOUNG ADULT): CE H Dragon (FIRE)

HD: 19 (218 hp) **INIT:** +0
AC: 26 (T 8, FF 26) **SPD:** 40 ft., F 150 ft. (Pr)
ATK: Bite +27 (2d8+10, magic) *and* 2 claws +22 (2d6+5, magic) *and* 2 wings +22 (1d8+5, magic) *and* tail slap +22 (2d6+15, magic
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (cone, 50 ft.; 10d10 fire; Ref DC 24 half), crush (2d8+15; Ref DC 24 or be pinned, grp +28), darkvision 120 ft., DR 5/magic, frightful presence (18 HD, Will DC 21 negates), imm fire, paralysis, and *sleep*, low-light, reach 10 ft. (bite 15 ft.), SR 19, vuln cold
SV: Fort +16, Ref +11, Will +13
AB: S 31, D 10, Cn 21, I 14, W 15, Ch 14
SK/F: Bluff +7, Conc +17, Jump +36, Lis +24, Spell +9, Spot +24; Cleave, Flyby Atk, Hover, Pow Atk, Snatch, Wingover
SPELLS: Known (6/7/5): 0—*arc mark, det mag, flare* (DC 12), *ray frost, r mag, resist*; 1st—*alarm, mag missile, prot good, ventril*; 2nd—*dark, obs object* (DC 14)
CR: 13

Behir: N H Magical Beast

HD: 9 (94 hp) **INIT:** +1
AC: 20 (T 9, FF 19) **SPD:** 40 ft., C 15 ft.
ATK: Bite +15 (2d4+12)
SA/SQ: Breath wpn 1/1d10 rds (line; 20 ft.; 7d6 electricity; Ref DC 19 half), can't be tripped, constrict 2d8+8, darkvision 60 ft., imm electricity, imp grab (grp +25, can constrict, rake, or swallow), low-light, 6 rakes 1d4+4, reach 10 ft., scent, swallow whole (M or smaller, 2d8+8 plus 8 acid)
SV: Fort +11, Ref +7, Will +5
AB: S 26, D 13, Cn 21, I 7, W 14, Ch 12
SK/F: Climb +16, Hide +5, Lis +4, Spot +4, Surv +2; Cleave, Pow Atk
CR: 8

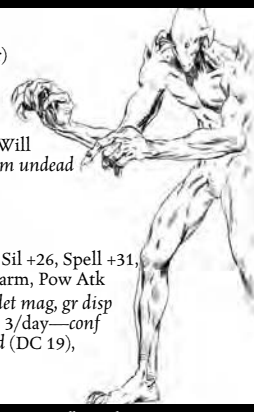
Fiendish Tyrannosaurus: CE H Magical Beast (AUG ANIMAL, EXTRAPLANAR)

HD: 18 (180 hp) **INIT:** +1
AC: 14 (T 9, FF 13) **SPD:** 40 ft.
ATK: Bite +20 (3d6+13, magic)
SA/SQ: Darkvision 60 ft., DR 10/magic, imp grab (grp +30, can swallow), low-light, reach 10 ft., resist cold 10 and fire 10, scent, smite good 1/day (+18 dmg), SR 23, swallow whole (M or smaller, 2d8+8 plus 8 acid)
SV: Fort +16, Ref +12, Will +8
AB: S 28, D 12, Cn 21, I 3, W 15, Ch 10
SK/F: Hide –2, Lis +14, Spot +14; Run, Track
CR: 10

Glabrezu: CE H Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

HD: 12 (174 hp) **INIT:** +0
AC: 27 (T 8, FF 27) **SPD:** 40 ft.
ATK: 2 pincers +20 (2d8+10, chaotic, evil) *and* 2 claws +18 (1d6+5, chaotic, evil) *and* bite +18 (1d8+5, chaotic, evil)
SA/SQ: Darkvision 60 ft., DR 10/good, imm electricity and poison, imp grab (grp +30), reach 15 ft., resist acid 10, cold 10, and fire 10, SR 21, *summ tanar'ri* (1d2 vrocks, 50%; or glabrezu, 20%), true seeing
SV: Fort +18, Ref +8, Will +11
AB: S 31, D 10, Cn 31, I 16, W 16, Ch 20
SK/F: Bluff +22, Conc +25, Lis +26, M Sil +18, Spell +18, Spot +26; Cleave, Great Cleave, Pow Atk
SPELLS: At will—*chaos hammer* (DC 19), *conf* (DC 19), *disp mag, mirr image, rev gravity* (DC 22), *gr tport* (self plus 50 lb. objects), *unh blight* (DC 19); 1/day—*pow word stun* **CR:** 13

Nightwalker: CE H Undead (EXTRAPLANAR)



HD: 21 (178 hp) **INIT:** +6
AC: 32 (T 10, FF 30) **SPD:** 40 ft., F 20 ft. (Pr)
ATK: 2 slams +24 (2d6+16, magic)
SA/SQ: Crush item (disarm, Fort DC 34 negates), darkvision 60 ft., desecrating aura, DR 15/silver and magic, evil gaze (30 ft.; fear, paralysis 1d8 rds; Will DC 24 negates), imm cold, reach 15 ft., SR 29, *summ undead* 1/night (1–2 dread wraiths), undead traits
SV: Fort +11, Ref +11, Will +19
AB: S 38, D 14, Cn —, I 20, W 20, Ch 18
SK/F: Conc +28, Hide +18 (+26 dark), Lis +29, M Sil +26, Spell +31, Spot +29; Cleave, Cbt Expert, Cbt Reflex, Imp Disarm, Pow Atk
SPELLS: At will—*contagion* (DC 18), *deep dark, det mag, gr disp mag, haste, see invis, quickened unh blight* (DC 18); 3/day—*conf* (DC 18), *hold mon* (DC 19), *invis*; 1/day—*cone cold* (DC 19), *finger death* (DC 21), *plane shift* (DC 21)
CR: 16